Egrs W4 Isizulu Learner Assessment (grd3) Fw

Last Updated: 1570633816000

Enumerator Name

Date and Time of assessment

Enumerator Help:
Student Dialog:
DateTime

Learner Information

Enumerator Help:

Be sure to check the learner information against official school records and with teachers before beginning the assessment.

Student Dialog:

Be sure to check the learner information against official school records and with teachers before beginning the assessment.

Prompt	Unique Learner ID
Name	lnr_Id
Hint	Must be in UPPERCASE
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	————
Options	Label Value

Prompt	School EMIS Number

Name	EMIS_Id
Hint	EMIS must start with 8000
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	@answer > 800000000 and @answer < 900000000
Custom Validation Message	Enter number starting with 8000
Action on Display	
Options	Label Value

Prompt	School Name
Name	sch_name
Hint	
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	Label Value

Prompt	Learner Name
Name	lnr_name
Hint	
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	Label Value

Prompt	Learner Surname
Name	lnr_surname

Hint	
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	———
Options	Label Value

Prompt	Learner Age
Name	lnr_age
Hint	
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	@answer > 0 and @answer < 100
Custom Validation Message	Write the number
Action on Display	———
Options	Label Value

Prompt	Learner Sex	
Name	lnr_sex	
Hint		
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display	———	
Options	Label	Value
	male	1
	female	0

Prompt	Learner Grade

Name	lnr_grade
Hint	
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

Label	Value
Grade 1	1
Grade 2	2
Grade 3	3
Grade 4	4

Prompt	What language do you speak most often at home?
Name	lnr_hl
Hint	Please ask the learner which language they speak most often at home.
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

Label	Value
isiZulu	1
Siswati	2
English	3
Sesotho	4
Language of neighbour country	5
Other	98

Prompt	Teacher Name
Name	tchr_name
Hint	
Type	open

Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	————
Options	Label Value

Prompt	Teacher Surname
Name	tchr_surname
Hint	
Type	open
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	————
Options	Label Value

Task 1: Rapid Letter Naming (RAN)

Enumerator Help:

Place chart 1.1. in front of the learner.

Now I want to see how fast you can say the sounds of these letters *(wave over the chart)* **before the time runs out. Lets make sure you know the sounds these letters make.**

Place your finger on each letter and say **What sound does this letter make in isiZulu/Siswati?**

If correct: **Yes, that is correct.**

If wrong or no response: **This letter is** [letter sound]. *Make sure the child knows all letters before you move on.*

Show chart 1.2. **I am going to ask you to say the sounds for these letters on this chart as fast as you can. Start here** *(point to upper left corner)* **and carry on saying the sounds across the row, and when you are finished the row, go to the next one** *(show with your finger how they should read from left to right and then go to the next row).* **Do you understand?**

Cover the learner page with the examples sheet for 5 seconds. **Please start saying the <u>sounds</u> of these <u>letters</u> as *fast* as you can when I say "start".**

Are you ready?

Start. *[uncover the page]*

Start timer (20 sec) when child sounds the first letter. Capture remaining time if necessary.

Student Dialog:

Place chart 1.1. in front of the learner.

Manje ngifuna ukubona ukuthi ushesha kangakanani ukusho le <u>misindo</u> yalezi <u>zinhlamvu</u> *(wave over the chart)* **ngaphambi kokuba kuphele isikhathi. Asiqinisekise ukuthi uyayazi imisindo eyenziwa yilezi zinhlamvu.**

Place your finger on each object and say <u>**Yimuphi umsindo owenziwa yilolu hlamvu esiZulwini?**</u>

If correct: **Yebo, <u>kunjalo</u>.**

If wrong or no response: <u>**Lolu hlamvu ngu**</u> **[uhlamvu lomsindo].** *Make sure the child knows all letters before you move on.*

Show chart 1.2. **Ngizokucela ukuba usho <u>imisindo</u> yalezi <u>zinhlamvu</u> kuleli shadi ngokushesha. Qala lapha** *(point to upper left corner)* **bese uqhubeka usho imisindo yonke emgqeni, uma usuqedile kulowo mugqa qhubekela kolandelayo** *(show with your finger how they should read from left to right and then go to the next row).* **Ingabe uyaqondisisa?**

Cover the learner page with the examples sheet for 5 seconds. **Qala ngokusho amagama alezi zinto <u>ngokushesha</u> uma ngithi "qala".**

Ingabe usulungile?

Qala. *[uncover the page]*

Start timer (20 sec) when child sounds the first letter.

Properties:
autostop	0
captureAfterSeconds	0
captureItemAtTime	false
columns	9
endOfLine	false
fontSize	small
layoutMode	fixed
order	2

randomize   false
timer   20
variableName   task_1
Items:
o, t, a, e, b, l, t, o, l, b, a, e, l, b, t, a, e, o, t, b, l, o, e, a, t, l, e, b, a, o, e, l, b, o, t, a

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Task 2: isiZulu Letter Sound Recognition

Enumerator Help:

Place chart 2 in front of the learner

I am going to ask you to read some isiZulu/Siswati letters to me. Please tell me what <u>sound</u> each letter makes. Please read as many letters as you can from left to right, such as in this example (show example)**. I will tell you when to stop.**

Are you ready?

Begin.

Start timer when you say start.

Student Dialog:

Place chart 2 in front of the learner

Ngizokucela ukuba ungifundele izinhlamvu ezithile zesiZulu. Ngitshele ukuthi <u>uhlamvu</u> ngalunye lwenza muphi umsindo. Funda izinhlamvu eziningi ukusukela kwesokunxele ukuya kwesokudla njengakulesi sibonelo (show example)**. Ngizokutshela ukuthi ume.**

Ingabe usulungile?

Qala.

Start timer when you say start.

Properties:
autostop   0
captureAfterSeconds   0
captureItemAtTime   false
columns   10
endOfLine   false
fontSize   small

layoutMode	fixed
order	3
randomize	false
timer	60
variableName	task_2

Items:

m, l, h, g, S, y, Z, W, p, e, L, k, T, D, b, a, c, o, n, ng, i, b, th, M, U, sh, j, dl, K, u, g, O, B, kh, l, f, hl, M, s, kw, S, N, ph, B, p, v, k, a, E, D, u, A, t, P, f, sh, h, e, a, t, dw, G, H, B, S, l, g, m, i, j, B, dl, o, m, A, N, E, Y, p, t, g, K, B, ny, y, bh, Z, V, D, nc, f, s, ng, a, z, p, C, th, G, sw, V, ncw, c, h, nhl, g, sh, y, kh, t

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Task 3.1: isiZulu Oral Reading Fluency

Enumerator Help:

Place chart 3 in front of the learner.

I am going to ask you to read a story to me out loud. Read as best you can. I will ask you some questions when you are finished reading so make sure to remember what you read.

This story is called "Stone Soup"

Are you ready to read the story to me out loud? I will tell you when to stop reading.

Start.

Start timer when you say start.

Capture the last word attempted at the 1-minute mark, but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Student Dialog:

Place chart 3 in front of the learner.

Ngizokucela ukuba ungifundele indaba ngokuphimisela. Funda ngokwekhono lakho. Ngizokubuza imibuzo ethile uma usuqedile ukufunda ngakho-ke qinisekisa ukuthi uyakukhumbula okufundile.

Le indaba ethi "Isobho Lamatshe"

Ingabe usukulungele ukungifundela indaba ngokuphimisela? Ngizokutshela ukuthi ume.

Qala.

Start timer when you say start.

Capture the last word attempted at the 1-minute mark, but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Properties:

autostop	0
captureAfterSeconds	60
captureItemAtTime	true
columns	0
endOfLine	false
fontSize	small
layoutMode	fixed
order	4
randomize	false
timer	180
variableName	task_3_1

Items:
Kunesihambi, esilambile., Sahamba, sicela, emizini, yabantu., Abantu, babengenakho, ukudla., Isihambi, sathola, isu, Isihambi, sathola, ibhodwe., Sathatha, amatshe, sawafaka, ebhodweni, Sathela, amanzi., Sabasa, umlilo,, sabeka, ibhodwe, eziko, Sama, salinda, ibhodwe, laze, labila, Kwafika, intombazane, yacela, ukwazi, ukuthi, siphekani, isihambi, eziko., "Ngipheka, isobho, elimnandi, lamatshe., Kodwa, kumele, ngilifake, into, ukuze, linongeke,", kusho, isihambi., "Nginezaqathe, mina,", wabe, esenika, isihambi., Sazifaka, ebhodweni.

Task 3.2: isiZulu ORF Text Comprehension

Enumerator Help:

Ask only questions up to where the learner read.

Allow the learner to look back for the answers during the comprehension questions.

There is no time limit for the comprehension.

Student Dialog:

Ask only questions up to where the learner read.

Allow the learner to look back for the answers during the comprehension questions.

There is no time limit for the comprehension.

Prompt	1. Ngubani owayelambile?
Name	task_3_2_a

Hint	Impendulo: Isihambi.
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	————————
Options	

Label	Value
Correct	1
Incorrect	0
Non response	99

Prompt	2. Yini abantu ababengenayo?
Name	task_3_2_b
Hint	Impendulo: Babengenakho ukudla.
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	————————
Options	

Label	Value
Correct	1
Incorrect	0
No response	99

Prompt	3. Senzani isihambi ngamatshe?
Name	task_3_2_c
Hint	Impendulo: Sawafaka ebhodweni OR Siyapheka OR Isopho
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	

Action on Display	
Options	

	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Prompt	4. Yini enye into eyenziwa isihambi?
Name	task_3_2_d
Hint	Impendulo: Sathela amanzi ebhodweni OR sabasa umlilo OR sabeka ibhodwe eziko
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Prompt	5. Sasimeleni isihambi eduze kwebhodwe?
Name	task_3_2_e
Hint	Impendulo: Sasilinde ukuthi libile ibhodwe.
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Task 4: English Word Recognition

Enumerator Help:

Place chart 4.1 in front of the learner.

Look at these English words. *(Point to the words provided on the sheet).* **I would like you to look at them and tell me the word. Let's start with an example: [examples].** **Now here are some more words. I'd like you to start here,** *(point to the first word on the chart)* **and move across the page.** *(Point across the page from left to right.)*

Now pl*ace chart 4.2 in front of the learner.*

When I say, 'Begin', read the words as best as you can. Point to each word as you read it. If you don't know the word go to the next word.

Are you ready?

Begin*.*

Start timer (1 min) when you say start.

Student Dialog:

Place chart 4.1 in front of the learner.

Bheka lawa magama wesiNgisi. *(Point to the words provided on the sheet).* **Ngifuna ukuthi uwabheke bese usho igama. Asiqale ngesibonelo: [examples]. Nawa amanye amagama. Ngifuna ukuba uqale lapha,** *(point to the first word on the chart)* **bese uvundla nekhasi.** *(Point across the page from left to right.)*

Now pl*ace chart 4.2 in front of the learner.*

Uma ngithi, 'Qala', funda amagama ngendlela ozokwazi ngayo. Khomba egameni ngalinye ngenkathi ulifunda. Uma ungalazi igama zama ukulibiza ngemisindo noma udlulele kwelilandelayo.

Ingabe usulungile?

Qala.

Start timer (1 min) when you say start.

Properties:
autostop   0
captureAfterSeconds 0
captureItemAtTime   false

columns	8
endOfLine	false
fontSize	small
layoutMode	fixed
order	6
randomize	false
timer	60
variableName	task_4

Items:

it, be, do, of, we, to, she, was, but, did, eat, got, once, you, day, girl, the, are, boat, some, here, within, then, came, went, have, heat, away, from, their, white, what, near, colour, shape, ideas, which, when, these, drum, square, said, little, there, knee, things, other, answer, water, enough, pictures, carry, wheels, straight, giraffe, bright, mother, people, through, jackal, quickly, hungry, together, kitchen, uncle, thought, earth, oxygen, twisted, complete, heavy, beautiful, giant, different, autumn, general, electricity, surprise, newspaper, multiply, tongue, laugh, morning, ground, knowledge, favourite, environment, journey, reverse, summarise, muscles, energy, triangle, paragraph, character, weight, identify, amount, length, subtract, temperature, measure, thousand, volcano

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Task 5.1: English Oral Reading Fluency

Enumerator Help:

Place chart 5 in front of the learner

I am going to ask you to read a story to me out loud. This is a story written in English so I will ask you to read it in English to me. Read as best you can. I will ask you some questions when you are finished reading so make sure to follow the story while you read. I will tell you when to stop reading.

This story is called "How the elephant got its trunk"

Are you ready to read the story to me out loud?

Start. *(Start from first word of story, not title)*

Start timer when you say start.

Capture the last word attempted at the 1-minute mark, but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Student Dialog:

Place chart 5 in front of the learner

Ngicela ukuba ungifundele le ndaba ngokuphimisela. Le yindaba ebhalwe ngesiNgisi ngakho-ke ngizokucela ukuthi ungifundele yona ngesiNgisi. Funda ngendlela ongakhona ngayo. Ngizokubuza imibuzo ethile uma usuqedile ukufunda ngakho qinisekisa ukuthi uyayiqonda indaba ngenkathi ufunda. Ngizokutshela ukuthi uyekele nini ukufunda.

Le yindaba ethi "How the elephant got its trunk"

Ingabe usukulungele ukungifundela indaba ngokuphimisela?

Qala. *(Start from first word of story, not title)*

Start timer when you say start.

Capture the last word attempted at the 1-minute mark, but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Properties:

autostop	0
captureAfterSeconds	60
captureItemAtTime	true
columns	5
endOfLine	false
fontSize	small
layoutMode	fixed
order	7
randomize	false
timer	180
variableName	task_5_1

Items:
In, times, long, ago,, elephants, had, short, noses., One, day, Bubu,, the, baby, elephant,, went, for, a, walk, through, the, forest., He, always, wanted, to, know, things,, so, he, asked, lots, of, questions., He, walked, to, the, bank, of, a, river., He, had, never, seen, a, crocodile, before., "Hello,, Mr, Crocodile., What, do, you, like, to, eat?", Bubu, asked, politely., The, crocodile, grabbed, the, little, elephant, by, his, nose, and, pulled, hard., But, Bubu, fought, back, by, spreading, out, his, legs, and, pulling, back., At, each, pull, his, nose, grew, longer, and, longer., At, last, the, crocodile, let, go, of, the, nose, and, swam, away., Instead, of, his, short, nose,, Bubu, now, had, a, long, trunk., He, could, do, all, kinds, of, new, things, with, it!

Task 5.2: English ORF Comprehension

Enumerator Help:

NB: Allow the child to look back for the answers during the comprehension questions.

Student Dialog:

Prompt	1. Long ago, did elephants have long or short noses?
Name	task_5_2_a
Hint	Answer: short noses
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

Label	Value
Correct in English	1
Correct in isiZulu then English	2
Correct in isiZulu only	3
Incorrect	0
No response	99

Prompt	2. In this story, what is the name of the elephant?
Name	task_5_2_b
Hint	Answer: Bubu
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

Label	Value
Correct in English	1
Correct in isiZulu then English	2
Correct in isiZulu only	3
Incorrect	0
No response	99

Prompt	3. Where did Bubu, the elephant, go for a walk?
Name	task_5_2_c
Hint	Answer: through the forest OR by the river (banks)

Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	4. Who did Bubu talk to at the river?
Name	task_5_2_e
Hint	Answer: He spoke to a crocodile OR Mr crocodile
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	5. Why did the crocodile grab Bubu's nose?
Name	task_5_2_f
Hint	Answer: He wanted to pull him into the river to eat him
Type	single
Skip Logic	
Skippable	false

Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Task 6: Tell Me - English Expressive Vocab

Enumerator Help:

Show chart 6.1 and 6.2. to the learner.

I am now going to ask you to tell me the English word for things in this picture. I will point to something in the picture and I would like you to tell me what it is called in <u>English.</u>

First let us do an example. What do you call this in English? (<u>point to the star</u>)

If correct: **correct.**

If incorrect: **That's not right. In English we call this: star**

Now it is your turn.

What do we call this in English? *(repeat this instruction for each item while pointing at the correct picture)*

Student Dialog:

Show chart 6.1 and 6.2. to the learner.

Manje ngizokucela unginikeze amagama ngesiNgisi alezi zinto ezisesithombeni. Ngizokhomba okuthile esithombeni bese wena ungitshela ukuthi kubizwani <u>ngesiNgisi.</u>

Asiqale ngokwenza isibonelo. Kubizwani lokhu ngesiNgisi? (<u>point to the star</u>)

If correct: **kunjalo.**

If incorrect: **Akunjalo. Lokhu ngesiNgisi sikubiza: star**

Sekuyithuba lakho manje.

Sikubizani lokhu ngesiNgisi? *(repeat this instruction for each item while pointing at the correct picture)*

Prompt	1. Kubizwani lokhu ngesiNgisi? (Point to Pig)
Name	task_6_a
Hint	Answer: pig / piggy / piglet
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	
Options	

Label	Value
Correct	1
Correct in isiZulu then English	2
Correct in isiZulu only	3
Incorrect	0
No response	99

Prompt	2. Kubizwani lokhu ngesiNgisi? (Point to Plane)
Name	task_6_b
Hint	Answer: aeroplane / plane / jet
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	3. Kubizwani lokhu ngesiNgisi? (Point to Fire)
Name	task_6_c
Hint	Answer: Fire
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	4. Kubizwani lokhu ngesiNgisi? (Point to Flower)
Name	task_6_d
Hint	Answer: Flower OR daisy
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	5. Uzizwa kanjani lomuntu? (Point to Smiling Face)
Name	task_6_e
Hint	Answer: Happy OR smiling OR excited
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	6. Kubizwani lokhu ngesiNgisi? (Point to Tortoise)
Name	task_6_f
Hint	Answer: tortoise OR turtle
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Task 7: Answer Me - English Listening Comprehension

Enumerator Help:

Place Chart 7 infront of the learner. Point to the picture first before starting the story.

I am going to tell you a short story now in English and then afterwards I will ask you some questions. Please listen carefully, I am going to I will first read the whole story to you, then I will read it sentence by sentence and ask you a question after each sentence. Please answer me in English.

Read the story once with expression. Thereafter read it <u>sentence by sentence</u>, pause briefly after each sentence then a*sk questions in English. Learners may respond in HL but then prompt them to answer in English.*

Student Dialog:

Place Chart 7 infront of the learner. Point to the picture first before starting the story.

Manje ngizokuxoxela indaba emfushane ngesiNgisi, emva kwalokho ngikubuze imibuzo. Ngicela uyilalelisise kahle, ngoba ngizoyifunda kanye kuphela bese ngikubuza imibuzo. Ngicela ungiphendule ngesiNgisi.

Read the following story once with expression.

In the morning Sipho and Buli ran to school in the rain. At school they took off their wet shoes and socks. After school they played in the mud. When they got home their Mother made them wash.

Thereafter read it <u>sentence by sentence</u>, pause briefly after each sentence then a*sk questions in English.*

Learners may respond in HL but then prompt them to answer in English.

Prompt	In the morning Sipho and Buli ran to school in the rain.
Name	task_7_a

Hint	Question 1: Where did Sipho and Buli go in the morning? Answer: school
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	At school they took off their wet shoes and socks.
Name	task_7_b
Hint	Question 2: Why did they take their shoes and socks off? Answer: They were wet OR dirty OR muddy
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	After school they played in the mud.
Name	task_7_c
Hint	Question 3: When did they play in the mud? Answer: After school
Type	single
Skip Logic	

Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Prompt	When they got home their Mother made them wash.
Name	task_7_d
Hint	Question 4: Why did their mother make them wash? Answer: They were dirty OR muddy OR wet
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Correct in English	1
	Correct in isiZulu then English	2
	Correct in isiZulu only	3
	Incorrect	0
	No response	99

Task 8: Further Learner Information

Enumerator Help:
Student Dialog:

Prompt	1. Learner wears glasses/spectacles?
Name	task_8_a

Hint	
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Yes	1
	No	0

Prompt	2. Learner seems to struggle to hear
Name	task_8_b
Hint	
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options	Label	Value
	Yes	1
	No	0

Prompt	3. Learner seems to struggle to see
Name	task_8_c
Hint	
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options		
	Label	Value
	Yes	1
	No	0

Prompt	4. Learner seems to struggle to speak in any language
Name	task_8_d
Hint	
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options		
	Label	Value
	Yes	1
	No	0

Prompt	5. Learner seemed distracted very easily
Name	task_8_e
Hint	
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	
Action on Display	

Options		
	Label	Value
	Yes	1
	No	0

Prompt	6. Learner was unusually emotional
Name	task_8_f
Hint	e.g. crying, scared, angry
Type	single
Skip Logic	

Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	Label	Value	
	Yes	1	
	No	0	